

A Tribute to Front Mission – Déjà Vu Edition

By Front Mission: Series Translation Team

This tribute piece to Front Mission is about the many déjà vu elements seen in the series. Enjoy our candid commentary and the buffet of pictures below!

Back To Where It All Began...

Entries: Front Mission/2/3/4/Gun Hazard

A: Of the “coming to full circle” moments in all of Front Mission, I thought Royd coming back to the Larcus District was the most meaningful one.

K: Always a good way of setting up the final act of the story.

T: There is such a thing called “going back to the scene of the crime”, no?



It doesn't matter if it's a war, a coup d'etat, or some other significant event – fate always brings the pawns on the chessboard of destiny right back to the origins of it all.

Betrayed By Your Own Kind, Heroes Edition

Entries: Front Mission/3

A: Kazuki’s anger in this scene was certainly well justified, as is his equally appropriate bitch slap to Yun!
T: I thought Front Mission 3 was amusing with how many of your so-called allies ended up betraying you.



Some people will betray others over the most of minor details in a one-off, but other betrayers will do it on a much grander scale and over a longer period of time.

Betrayed By Your Own Kind, Villains Edition

Entries: Front Mission/3

A: Unlike betraying the good guys, betraying the bad guys means that you’ll pretty much end up in a body bag!
T: Don’t those villains know it’s not a good idea to confront your future betrayers without any real protection?



Evidently, crusty old men are more likely to be betrayed if they are riding inside a black limousine and if there’s a white wanzer standing next to it.

Call Them “Freedom Fighters”

Entries: Front Mission 2/4

A: Upon first seeing la Alianza, I could tell they were supposed to be the new Burg Shomity. Except for the part that you can actually control the la Alianza guerrillas!

K: I thought the mafia links to the resistance in Front Mission 2 helped add to the realism of the setting.

T: I think Burg Shomity is a pretty cool name for a ragtag group of freedom fighters! And I don’t even know what Shomity stands for!



Mafia men and anti-government guerrillas may be like apples and oranges, but the one thing they both agree on is that they would rather be called “revolutionaries”!

Covert Agents

Entries: Front Mission/4

A: It was fairly obvious that Wagner was supposed to be another Driscoll, except for the part where he isn’t quite as competent and cutthroat as his compatriot!

T: Beware of the long-haired blonde men hailing from the icy cold weather of Zaftra...



The Republic of Zaftra may not boast the best quality of life, most stable economy, or even the fiercest military, but they do have some of the very best covert agents in the business.

Freedom at Last!

Entries: Front Mission 2/4

A: Freedom is always a price worth paying for – even if it means the newly-independent country won’t be a hot tourist destination in the near future!
K: Front Mission seems to have been pretty heavily influenced by the national liberation struggles of the 1940s-1970s.
W: I personally think Front Mission 2 portrayed the fight for independence realistically, given that it mirrors the real-life Bangladesh Liberation War in 1971.



Foreigners and expatriates find it difficult to say their goodbyes to a country they fought so hard to liberate from the supranational unions, as well as the freedom fighters they fought with.

Hacking Like a Pro

Entries: Front Mission 2/3/4/5 ~Scars of the War~

A: This is why you never put any sensitive or revealing details about yourself online!
T: There’s always a need for hackers in the 21st and 22nd centuries.
W: Well, don’t forget that Photoshop and other editing programs still exist in the 22nd century...



Details behind top-secret wanzers, sewage plant operations, and profiles of persons of interest are tucked away in hidden databases on the web, waiting to be found by the right hackers.

I Spy...

Entries: Front Mission 3/4/5 ~Scars of the War~/The Drive

- A: As if you didn't need any more clues or hints on what you're up against in the next operation!
- K: The pilot's cockpit view helps add to the immersion of the setting.
- T: I kind of like the minimalist cockpit views...it makes you feel like you're actually on the battlefield!



Wanzer pilots often times need to analyze their surroundings in order to locate their targets, whether they are people, base defenses, wanzers, mobile weapons, etc.

It's Still Alive!?

Entries: Front Mission/3/5 ~Scars of the War~/Alternative/Evolved

- A: One of the rare few things that Front Mission Evolved has in common with the rest of Front Mission. Though I'd say the means that Front Mission Evolved pulls this off is just ridiculous...
- T: If you look at Front Mission Evolved from a parody angle, the "zombie" wanzer scene isn't so offending...
- W: I shudder at the thought of those "zombie" wanzers in Front Mission Evolved...



What could possibly keep a wanzer or any kind of machinery moving even after it's been wrecked and its pilot dead? Bioneural Devices, auxiliary autopilot systems, and the E.D.G.E. system!

Jailbreak!

Entries: Front Mission/3/2089: Border of Madness

A: Just because you play as the good guys doesn't mean they will get in trouble with the law!
T: Looks like those prison abolitionists didn't quite achieve a prison-free world in the 21st and 22nd centuries...



Breaking into a prison would be a difficult task for anyone given the tight security that exists, but that's not a major problem if a jailbreak is being done using wanzers.

Life is Beautiful

Entries: Front Mission 2/3

A: I liked how after having seeing so much destruction and madness, the ending shows a glimpse of hope through a picture of beautiful flowers.
T: Even in a world full of sham, drudgery, and broken dreams, the beauty of life still shines brightly...



Patients who have suffered severe physical and/or mental trauma can find a sense of comfort just by gazing at cherry blossoms and other beautiful flowers that Mother Nature can provide.

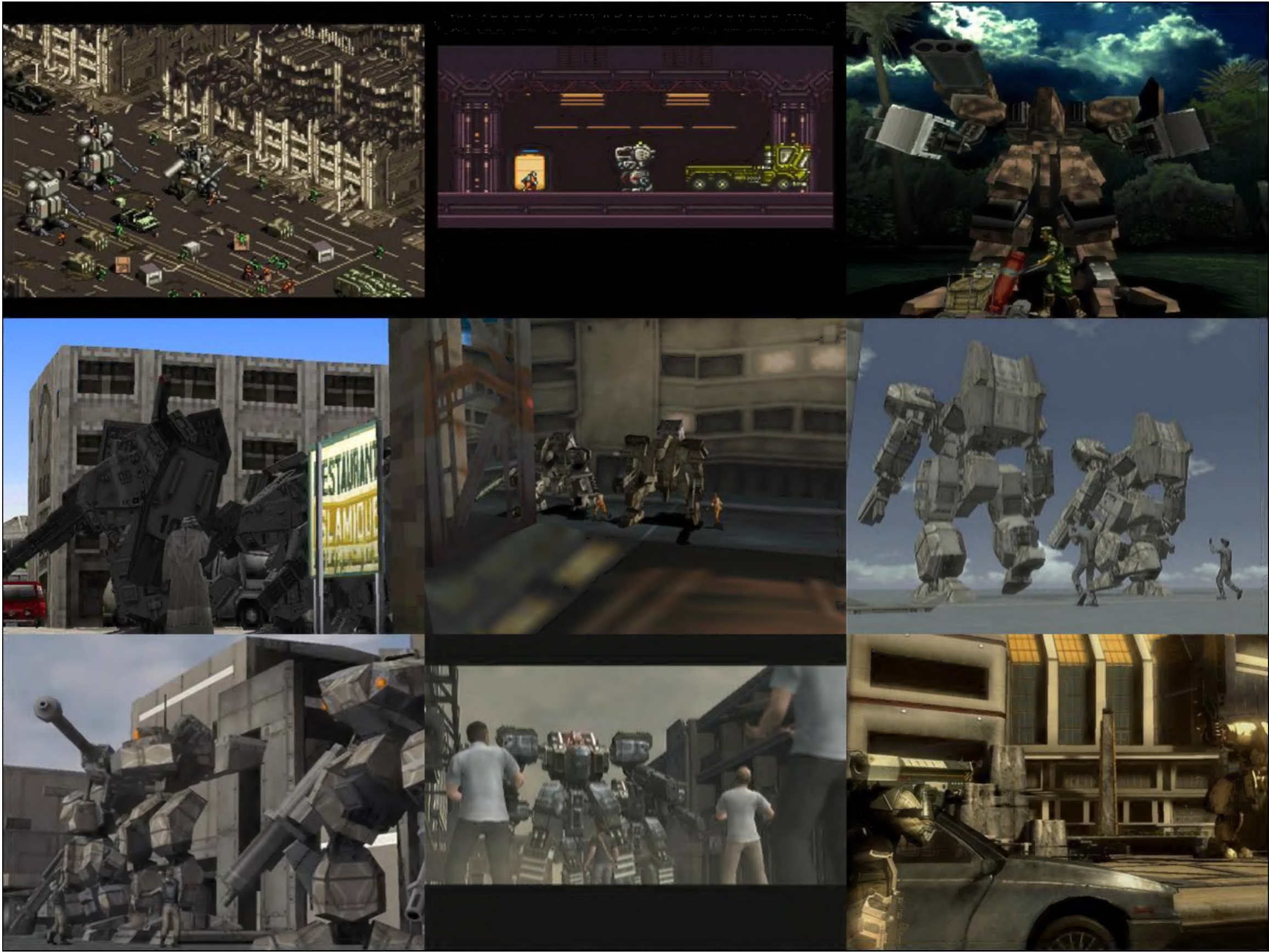
Look At The Size Of It!

Entries: Front Mission/2/3/4/5/Alternative/Online/Evolved/Gun Hazard

A: I'll admit that while 50-foot tall giant robots are made of all kinds of awesome, we're more likely to see in real life giant robots that are half of their size!

K: Interesting that the Armored Core V team decided to scale their armored cores to around this size.

W: Well, I don't think I want to know how much a 50-foot giant robot would cost to build, hypothetically or otherwise.



Wanzers are generally around a height of 6 meters tall and while that may not seem all too big, they certainly do look bigger than they are in the eyes of a human being!

Planning for the Big One

Entries: Front Mission/2/3/4/5 ~Scars of the War~/Comics/The Drive/Dog Life & Dog Style

A: Sophisticated and complex briefings are great and all, but whatever happened to a “simple and easy” plan?

K: What would a military simulation be without briefings?

T: I actually prefer how the briefings look in the Front Mission comics over the video games themselves!



For the major mission operations, expect to be treated with fancy 3D simulations of the battlefield and other targeted areas, along with detailed 2D pictures and lots of colorful icons.

Racial Profiling

Entries: Front Mission/2/3

A: The funny thing about Front Mission 3’s profiling is that Kazuki’s hotheaded nature isn’t some top-secret piece of info, but something that everyone would know!
T: One of the funnier moments in Front Mission 3, that’s for sure!



Persons of interest who may be profiled by intelligence agents or military officers can include those who are of Australian/Norwegian descent, Bengali descent, or Japanese descent.

Revolutionary Power

Entries: Front Mission 2/3

A: Even though revolutions by nature aren’t exactly legal, it seems some freedom fighters would rather achieve it without any kind of “cheats”...
T: See, even those villainous revolutionaries have some sense of pride when it comes to getting independence the brutal and violent way!



Revolutions may be liberating and all, but when a super weapon of some kind is involved, it’s often in the best interests of the liberators not to use it on their own oppressed people...

Starting Off With a Bang

Entries: Front Mission 5 ~Scars of the War~/Dog Life & Dog Style

- A: When a war breaks out, you can expect to see some big fireworks going off in a city near you!
- T: An almost-perfect symmetry of how the fireworks begin in Freedom City, from both the video game and comic standpoint.
- W: Well, there goes the tourism industry in Huffman Island...



For a Huffman Island city that is literally named “Freedom City”, it has not really offered its residents of life free from war as the First and the Second Huffman Conflicts have demonstrated.

The Unknown Unknowns

Entries: Front Mission/2/3/4

- A: Front Mission 2’s unknown attackers were the only ones whom you did NOT figure out by the end of the game. That is, until Front Mission 5’s release...
- T: Front Mission 3 and Front Mission 4 killed the suspense for me by introducing their unknowns a little too early in the story.



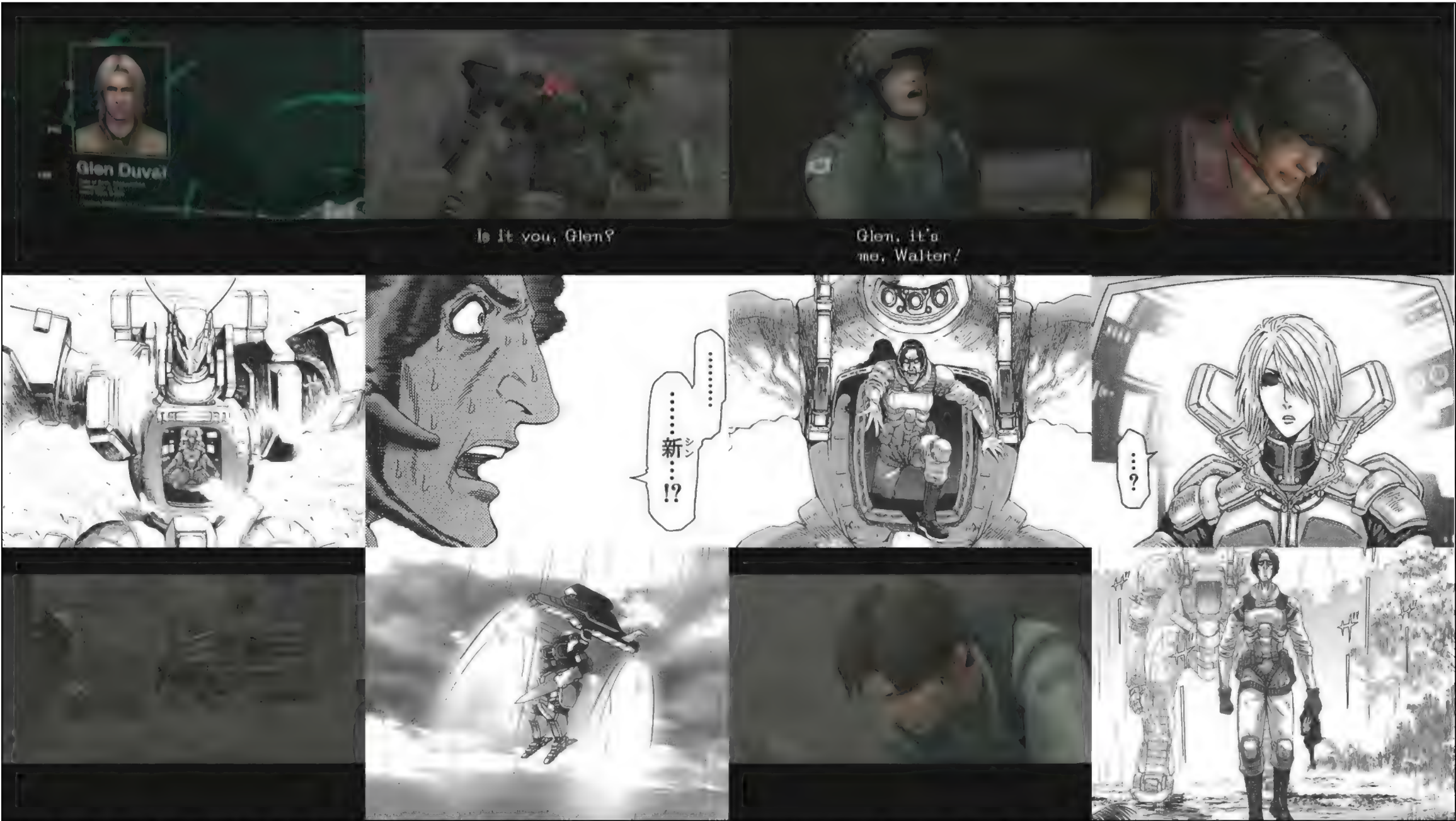
On highly confidential missions, the O.C.U., U.S.N., D.H.Z., and Republic of Zaftra Special Forces will go to great lengths to conceal their identities from their intended targets.

Tied to the Winds of Fate

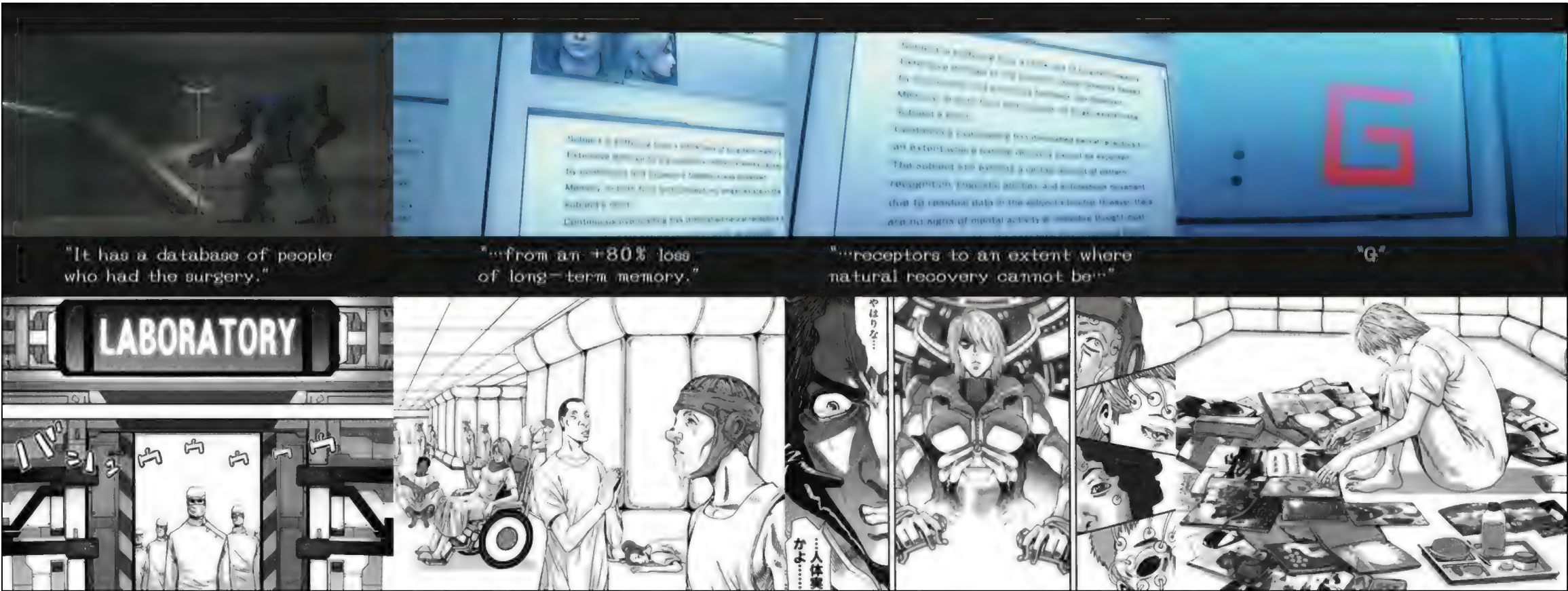
Entries: Front Mission 5 ~Scars of the War~/Dog Life & Dog Style

A: Of the Styles in Dog Life & Dog Style, Style 7 has the strongest connections to story material from the video games. Front Mission 5 in particular, which is what this Style is inspired largely by!

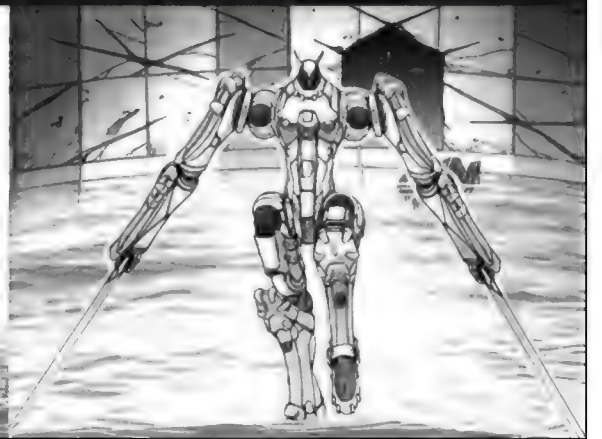
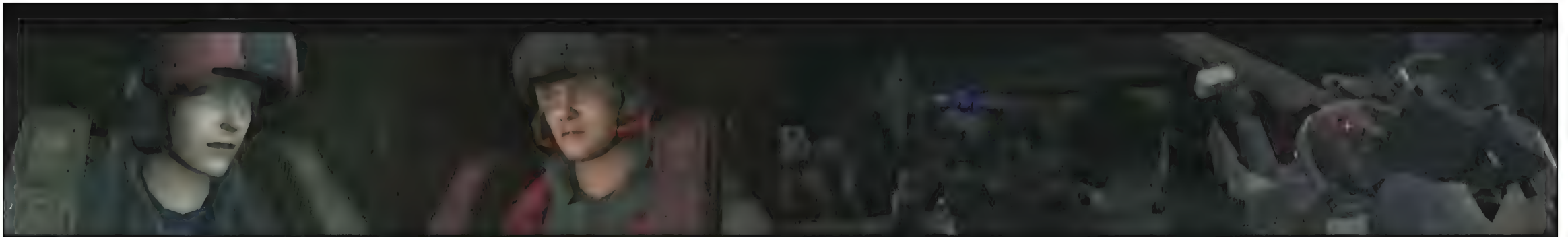
T: Style 7 in Dog Life & Dog Style explains the last remaining bits behind the BD Project that weren't covered in the video games or other media. And yeah, it's got a Front Mission 5 vibe to it...



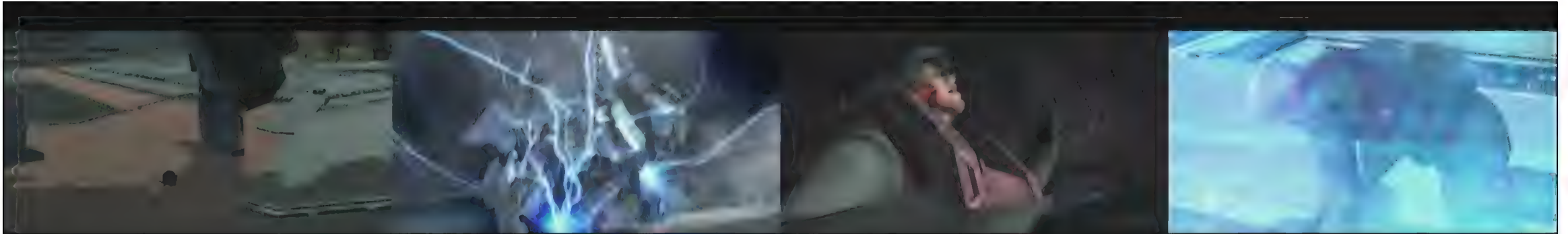
When brothers, figuratively or literally, reunite on the battlefield after years of separation, tragedy strikes under a dreary setting of dark clouds and torrents of rainfall.



As one “brother” gets closer towards their end-game, they realize that their other “brother” has become nothing but a doll, having lost memories due to Bioneural Device experimentation.



At the climax of a major military operation, the two “brothers” encounter each other on the battlefield once more and engage in a duel to the death.



Unforeseen circumstances allow the human “brother” to destroy the Bioneural Device inside the doll “brother”...who then miraculously regains a sense of his self, as the end draws near.

Two Sides of the Same Coin

Entries: Front Mission/2/3/4

A: One of the strongest selling points of Front Mission is that you can see the conflict in the eyes of a second (and a third in Front Mission 2’s case) party.
K: Certainly one of the most ambitious parts of Front Mission’s storytelling. Despite the weaknesses of its plot, as a kid I was really impressed at being able to play through Front Mission 3 from two different perspectives. The only other game doing it at the time was Kartia (if I remember correctly).
T: War is never just a simple case of black-and-white, good versus evil...



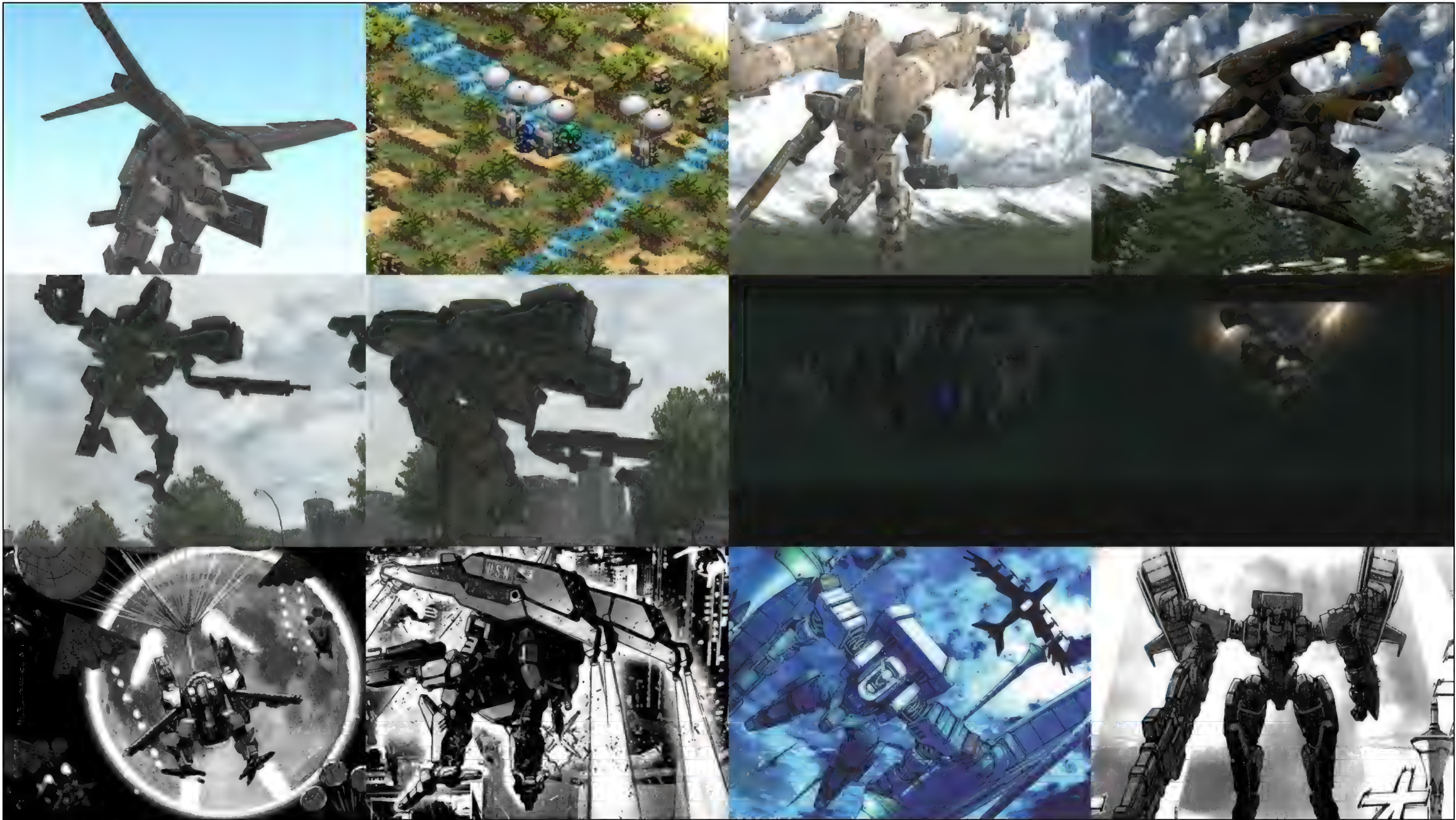
The U.S.N. generally gets caught up in more conflicts than the rest of the supranational unions, as evidenced in their involvement in the great conflicts from 2090, 2096, and 2112.

Wanzer Deployment, Air Drop Edition

Entries: Front Mission/3/4/5 ~Scars of the War~/Alternative/Dog Life & Dog Style

A: I’ve always taken a liking to those giant parachutes, even if they may look ridiculous and rather impractical!

T: Wouldn’t it be suicidal to be air dropped by parachutes, since they’re giant “hit me” targets for the enemy?



Wanzers being air dropped from a transport plane are equipped with glider wings, a bundle of giant parachutes, or a drop booster unit in order to land on the ground as safely as possible.

Wanzer Deployment, Landing Craft Edition

Entries: Front Mission 3/4/5 ~Scars of the War~/Alternative/Dog Life & Dog Style

A: Obviously, this kind of deployment was inspired by D-Day from World War 2!
T: As much as I like those landing crafts, wouldn't it be more practical to use wanzers with hover legs for these kinds of missions?

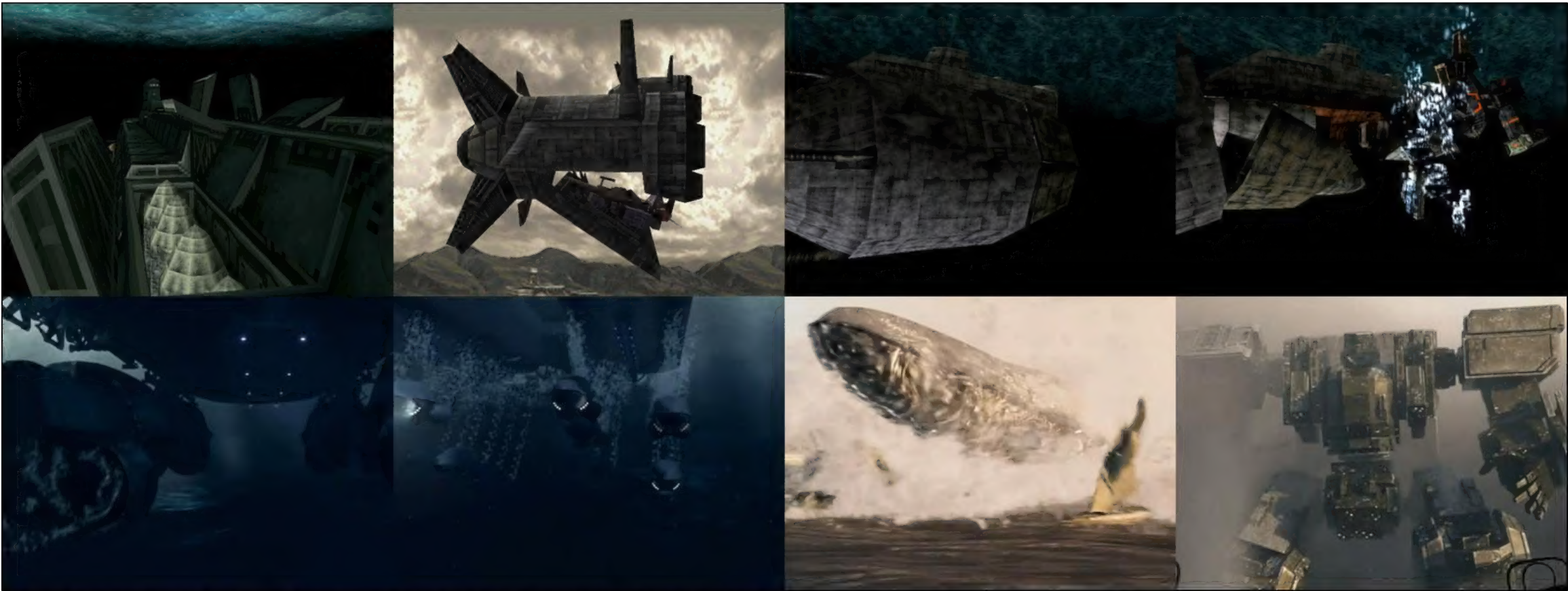


Landing crafts are largely used by naval forces to transport wanzers to their intended destinations, as well as carrying them out of the battlefield when their mission is complete.

Wanzer Deployment, Missile Pod Edition

Entries: Front Mission 3/Evolved

A: Of all of the deployment options, getting launched from missile pods ranks right at the very top (of awesome and risky)!
T: Only for the truly brave (or the truly stupid)!



Submarines can shoot missile pods like a torpedo underwater or shoot them like a missile above water, with each launch having their own unique way of deploying wanzers to the front.

Wanzer Deployment, Sling Helicopter Edition

Entries: Front Mission 2/3/4/5 ~Scars of the War~/Alternative/Online/Evolved/Dog Life & Dog Style

A: I have no idea how a sling helicopter can carry two to four wanzers without crashing from their weight. The single-seat ones like in Front Mission 2 and Front Mission 5 seem more practical.
T: Well, you'll have to imagine that technology advanced far enough that sling helicopters could haul giant walking tanks...



Although sling helicopters are primarily used to pick up or drop off wanzers in an urban environment, they can also be used in nature settings such as rainforests and mountains.

Wanzer Deployment, Truck Edition

Entries: Front Mission 2/3/4/Alternative/Online/The Drive/Dog Life & Dog Style

A: Given that wanzers average around 5-6 meters in height, seeing them deployed from trucks isn't implausible!
T: This deployment would be great for surprise attacks...at least if the wanzers are stored inside the trucks!



Some trucks which are made specifically to transport wanzers make use of a folding platform to store a wanzer, which then unfolds when it's time to deploy it into the battlefield.

Whistleblowing Sensationalism

Entries: Front Mission/Dog Life & Dog Style

A: The one last question I had about Front Mission when it finally ended was exactly how sensational was Frederick's article. Dog Life & Dog Style answered that question emphatically.
K: The Edward Snowden of the future!
T: Pretty much, this is the very last loose end in all of Front Mission that needed a resolution...



Journalists who blow the whistle on the brutality and ugly truths behind wars can instantly attract the attention of a global populace of several hundred millions of people.

You're Joking Right?

Entries: Front Mission 2/3

A: I thought the Iyana Wanzer was pretty sweet as a “joke” wanzer, but then came the Methane Wanzer in all of its glory!

K: These definitely added some character to the series. Would have liked for the Iyana to show up again in Front Mission 5...IN HD GLORY!

W: Anyone willing to start a Kickstarter campaign so we can create and develop the Methane Wanzer?



Between a very comical and circus-inspired wanzer and another equally comical wanzer running purely on methane, which one of them would win in a real combat situation?